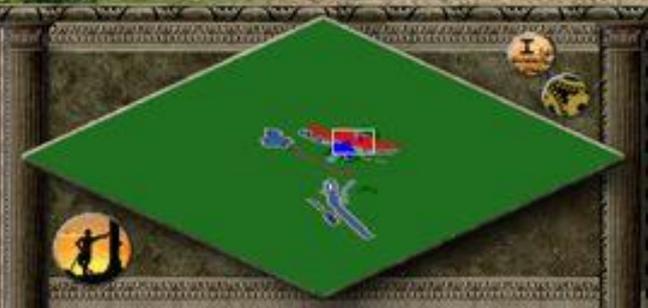# Openage

Antonín Květoň

Age of Empires II

- RTS (1991)

- One of the most popular games of the time

- HD remake 2012

- Unavailable for Linux

Openage

- Project founded by SFTtech in 2013

- In active development

- 78 contributors, 2017 commits

- Issue tracking : GitHub

- Communication: IRC

⊙ **Game crash after loading** `bug` `c++`   💬 0
#531 opened 12 hours ago by elnabo

⊙ **Network communication design** `in progress` `network` `proposal`   💬 0
#530 opened 4 days ago by TheJJ

⊙ **"Fontconfig could not provide font DejaVu Serif Book"** `bug` `os x`   💬 7
#525 opened 11 days ago by civilframe

⊙ **Asset conversion failure Age of Kings** `assets` `question`   💬 2
#520 opened 13 days ago by ShadowCreator

⊙ **Use libuv for asynchronous operations like networking** `c++` `proposal` `waiting is the future`   💬 2
#518 opened 15 days ago by TheJJ

⊙ **Update gamedata-struct.md from implementation** `documentation` `easy` `just do it` `python`   💬 0
#513 opened 28 days ago by TheJJ

⊙ **Visual Studio 2015 build** `buildsystem` `windows`   💬 1
#508 opened on Feb 20 by synth2014

⊙ **Track configuration changes** `c++` `idea`   💬 0
#503 opened on Feb 3 by TheJJ

⊙ **assets/CMakeLists.txt ends up in install prefix** `bug` `buildsystem`   💬 0
#502 opened on Feb 3 by zuntrax

⊙ **Use precompiled headers** `buildsystem` `improvement` `waiting is the future`   💬 2
#501 opened on Feb 3 by TheJJ

⊙ **Try to use georgia font in-game** `improvement` `just do it` `proposal`   💬 0
#497 opened on Jan 29 by TheJJ

⊙ **Warn players when disconnecting from loosing game** `idea` `waiting is the future`   💬 0
#494 opened on Jan 28 by TheJJ

⊙ **Create cvar configuration subsystem** `c++` `just do it` `nice new thing ☺` `python`   💬 5
#486 opened on Jan 17 by TheJJ

⊙ **Cross-platform separation** `c++` `code quality` `easy` `just do it`   💬 5
#485 opened on Jan 17 by TheJJ

⊙ **Optimize PNG encoding speed for asset conversion** `assets` `proposal` `python`   💬 2
#481 opened on Jan 15 by niklasf

Technologies

Technology	Component
C++14	Engine core
Python3	Scripting, media conversion, in-game console, code generation
Cython	Glue code
CMake	Build system
OpenGL2.1	Rendering, shaders
SDL2	Cross-platform Audio/Input/Window handling
Opus	Audio codec
Humans	Mixing together all of the above

Contributing

- Being typical computer science students, we hate people.
- Please don't contact us.
- Nobody likes Age of Empires anyway.
- None of you is interested in making openage more awesome anyway.
- We don't want a community.
- Don't even think about trying to help.

Guidelines:

- No **bugreports** or **feature requests**, the game is perfect as is.
- Don't try to **fix any bugs**, see above.
- Don't implement any features, your code is crap.
- Don't even think about sending a **pull request**.
- Please ignore the easy tasks that could just be done.
- Absolutely never ever participate in this boring community.
- Don't note the irony, you idiot.

To prevent accidental violation of one of those guidelines, you should *never*

- learn git
- fork the repo
- learn python
- learn c++14
- read the code and documentation
- contribute anything to the code
- contact us

cheers, happy hecking.

My contribution

- Currently, ranged military units (Such as archers) cannot kill sheep

- This is not intended

- I will fix this bug